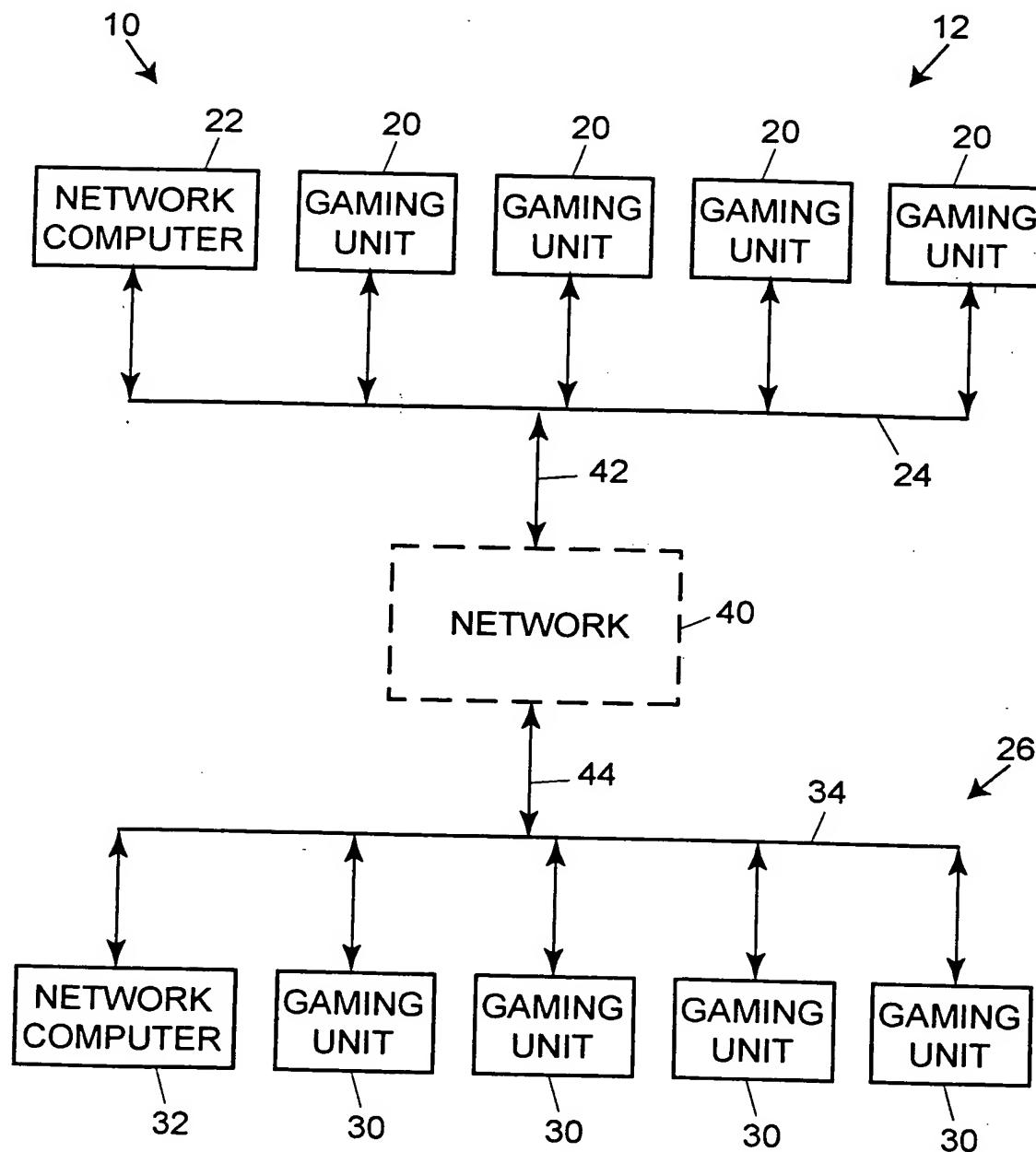
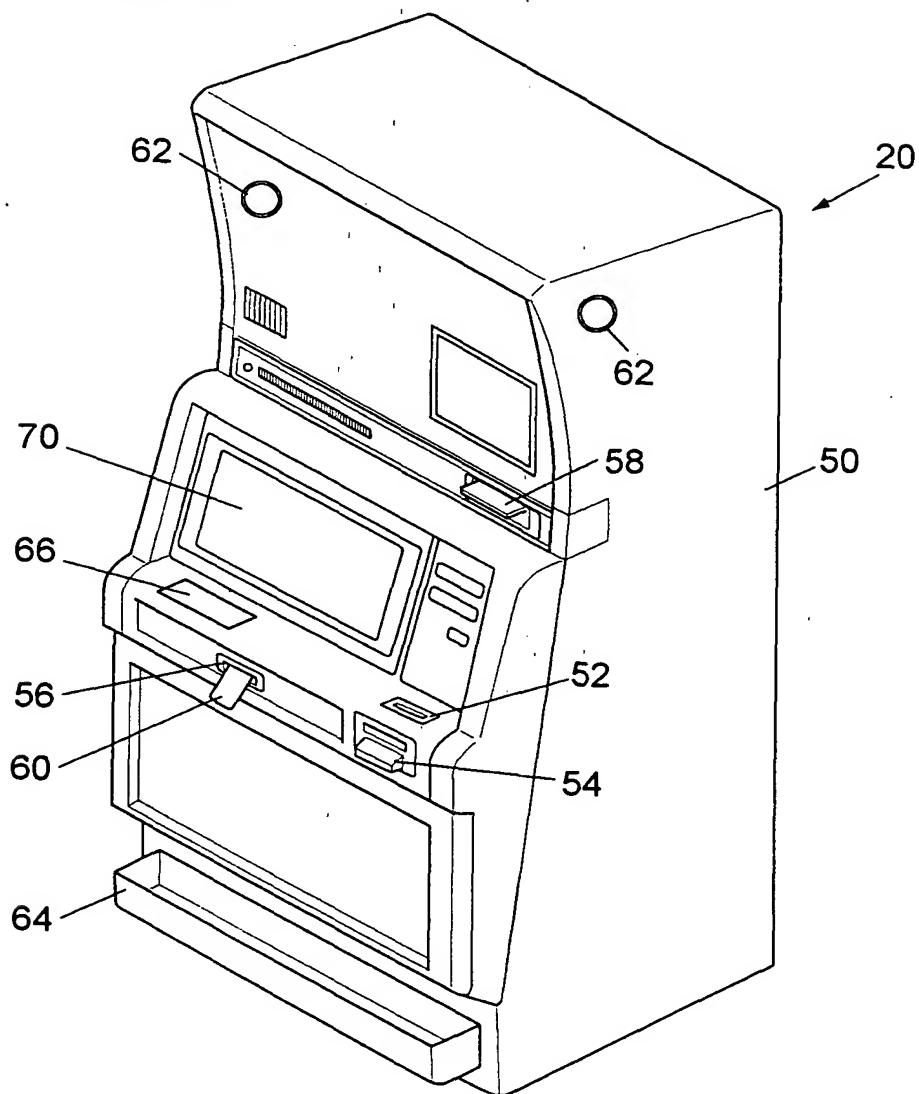


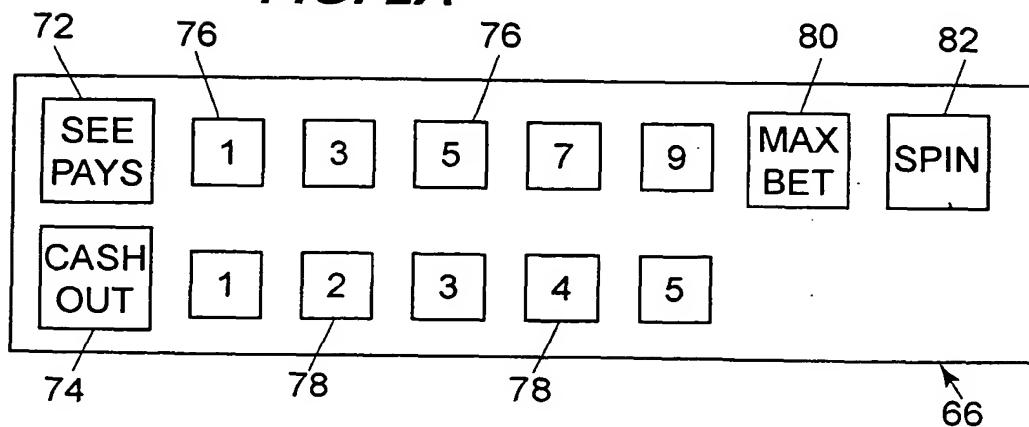
**FIG. 1**



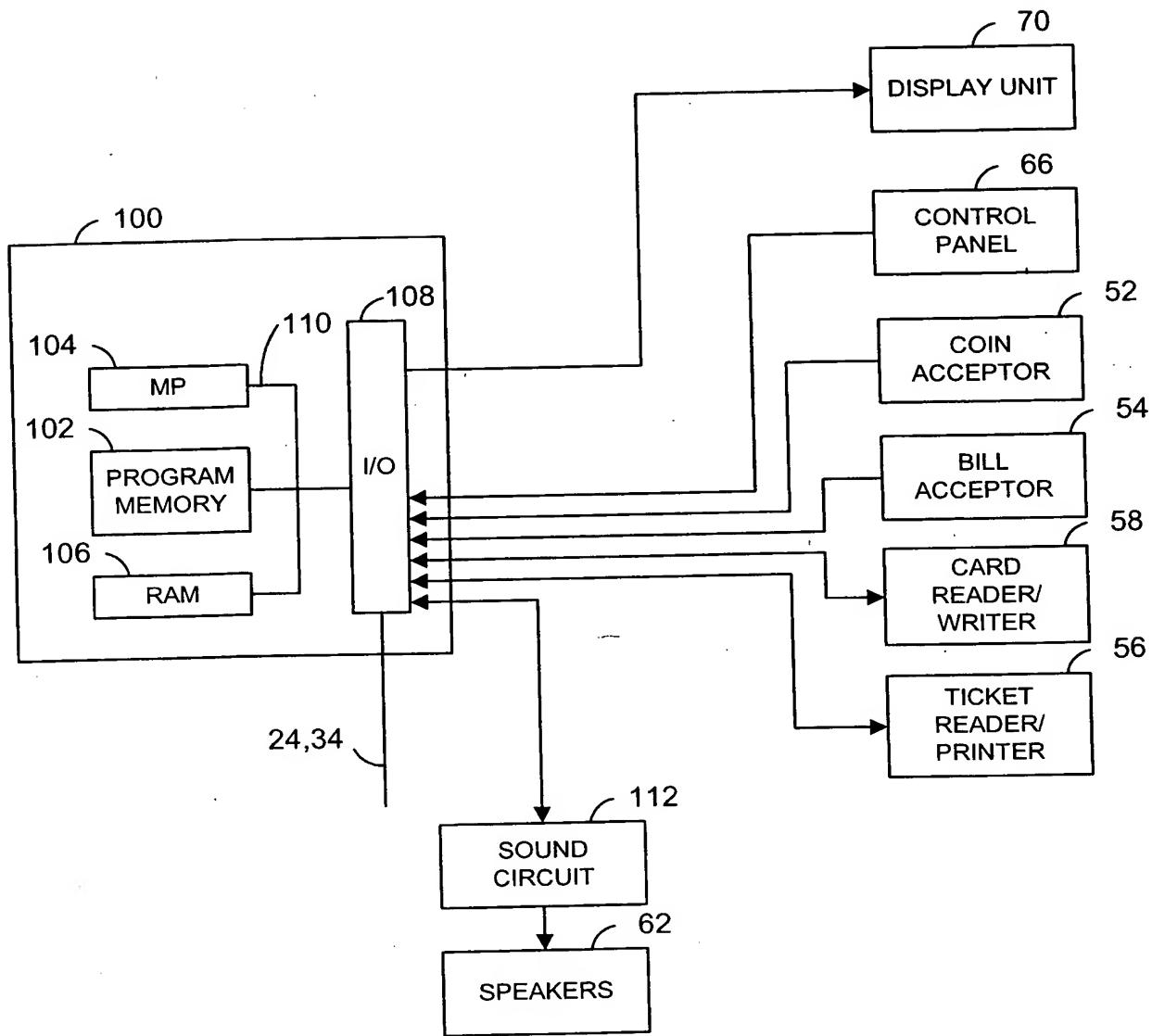
**FIG. 2**



**FIG. 2A**

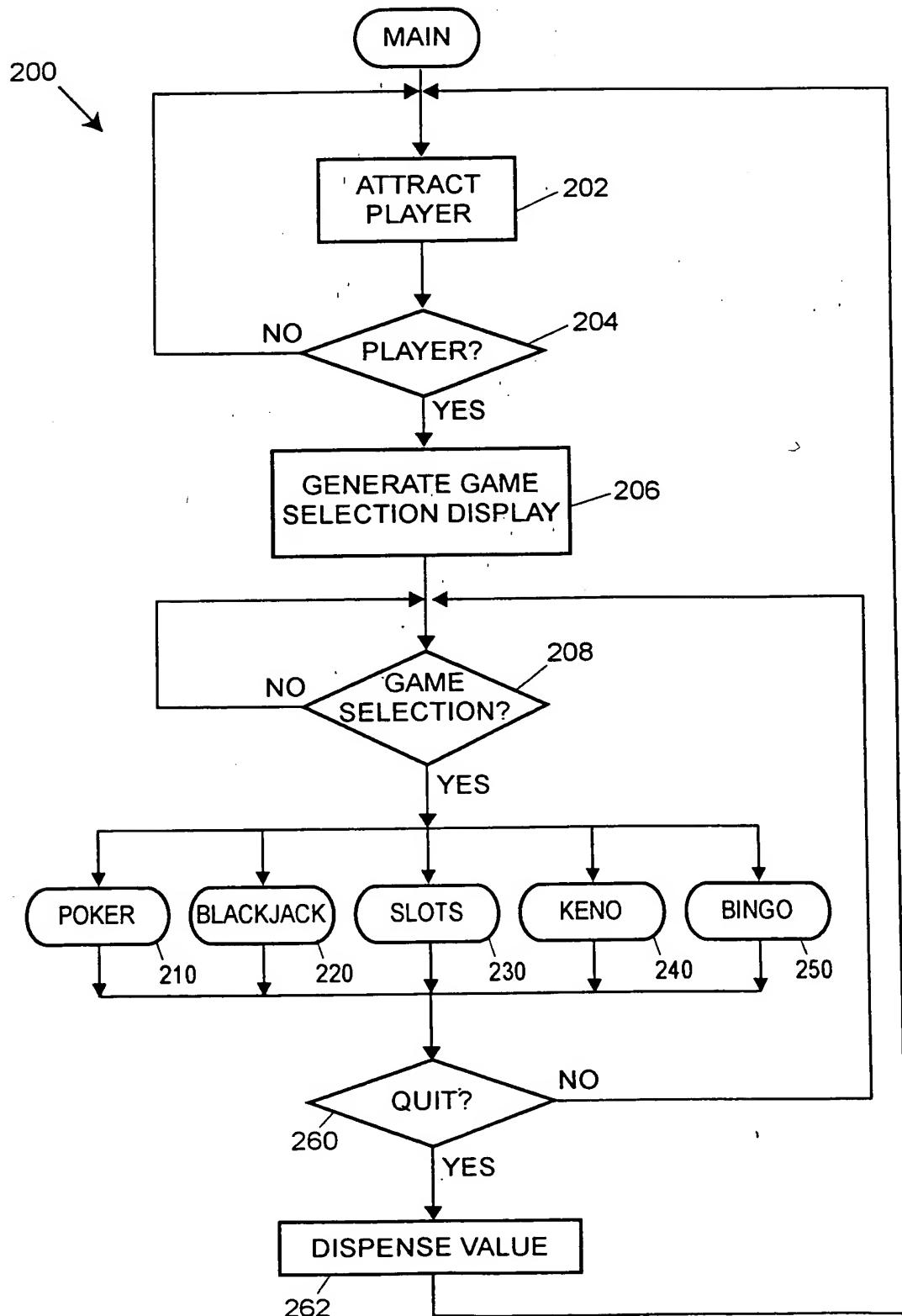


20

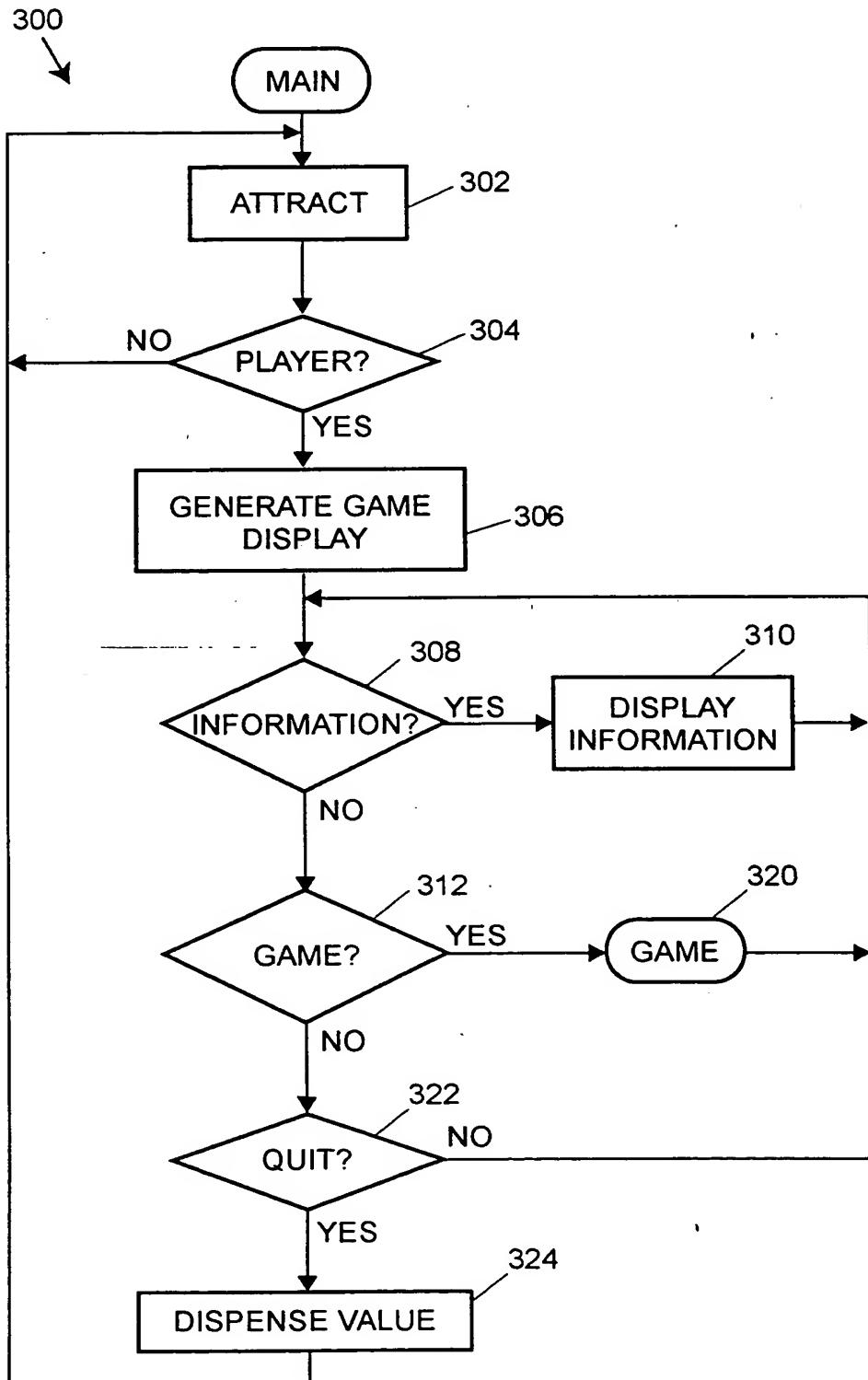


**FIG. 3**

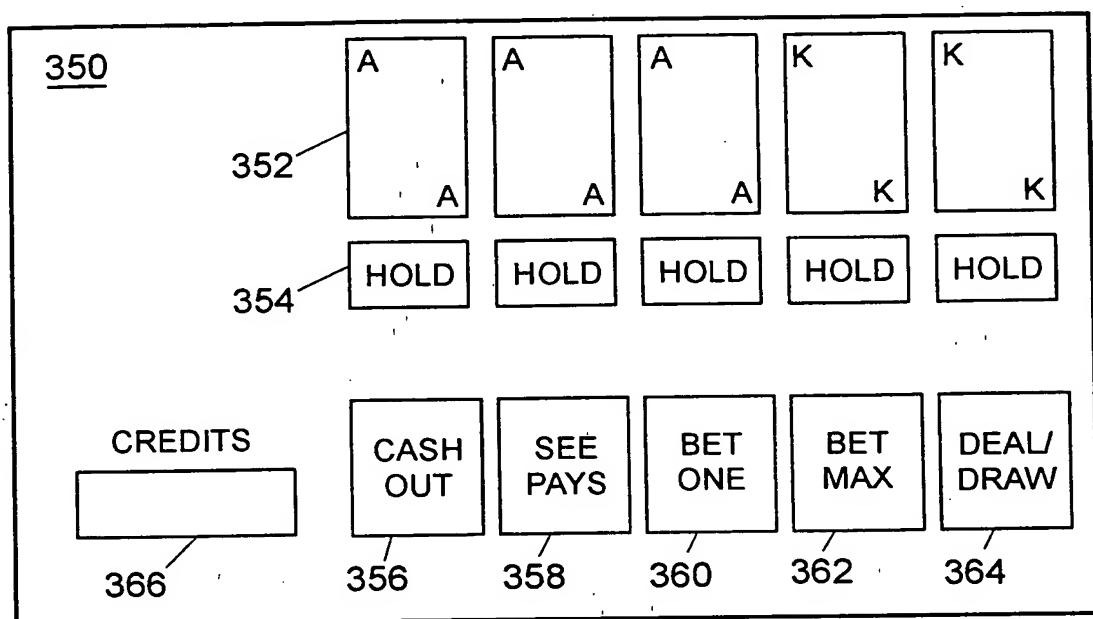
FIG. 4



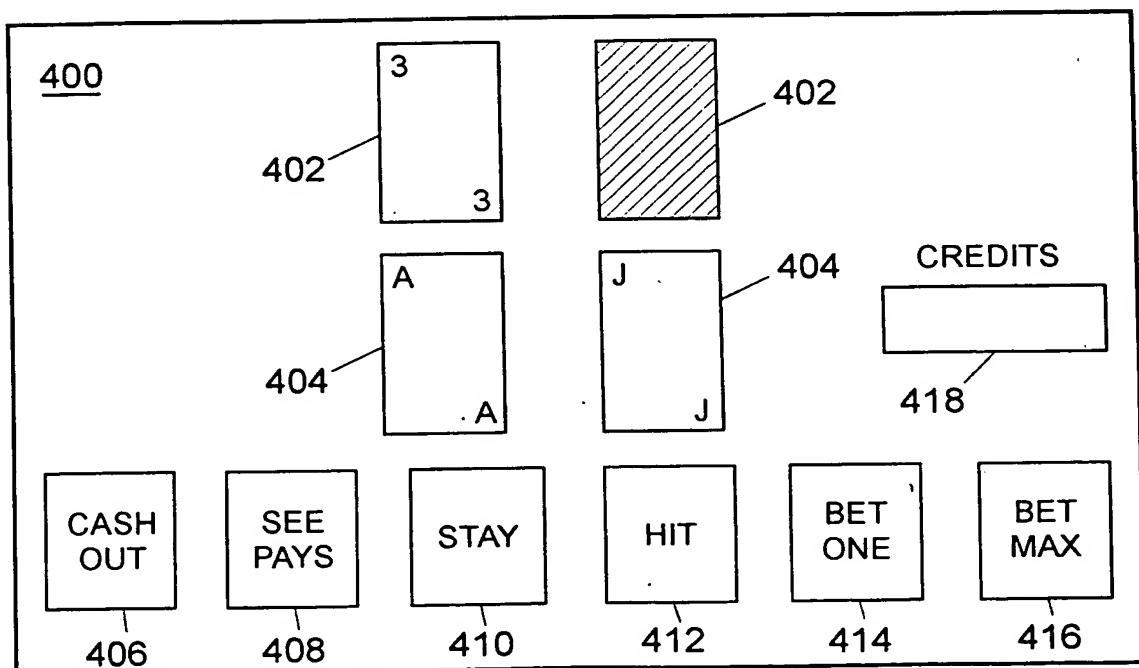
**FIG. 5**



**FIG. 6**



**FIG. 7**



8  
FIG.

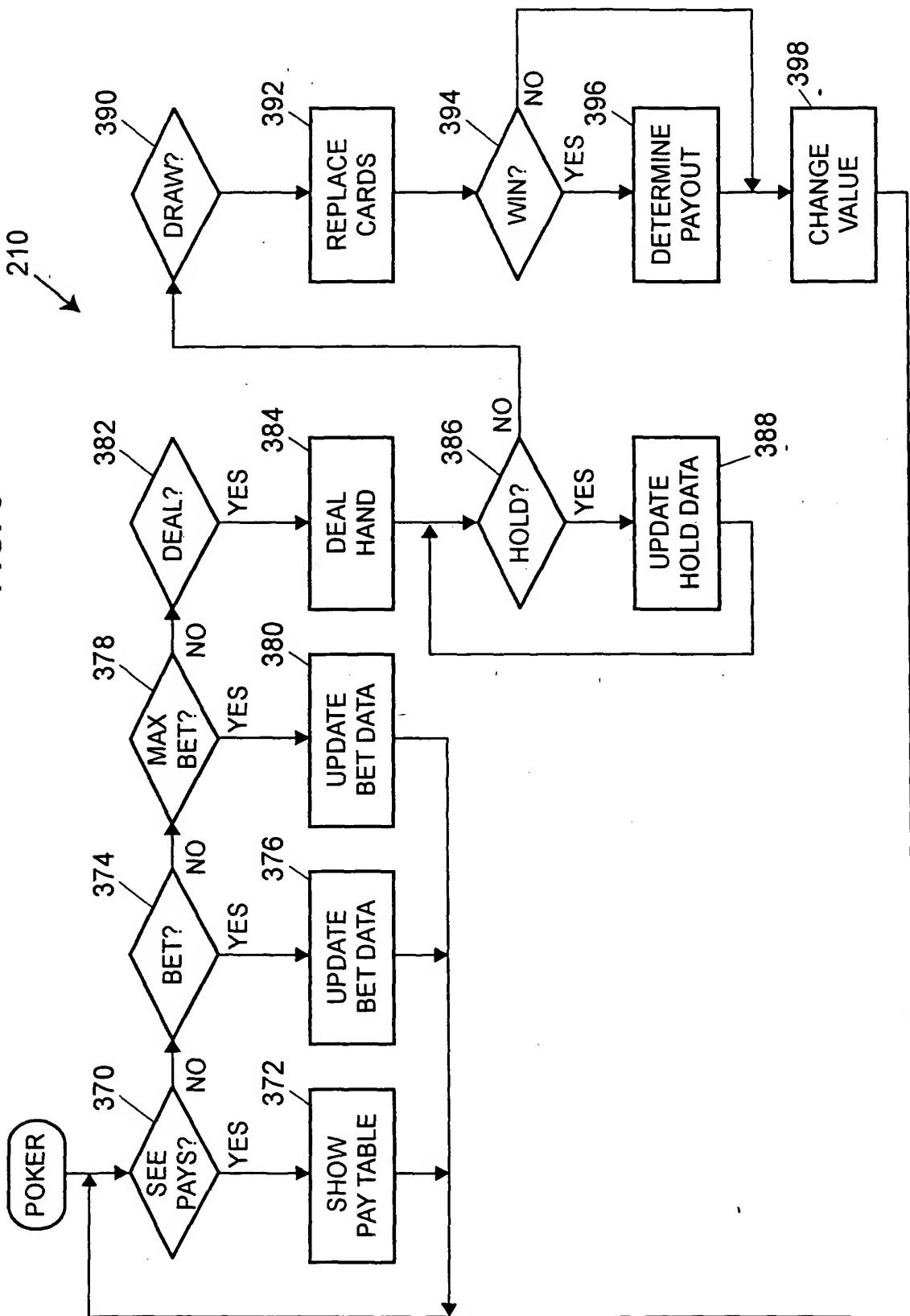
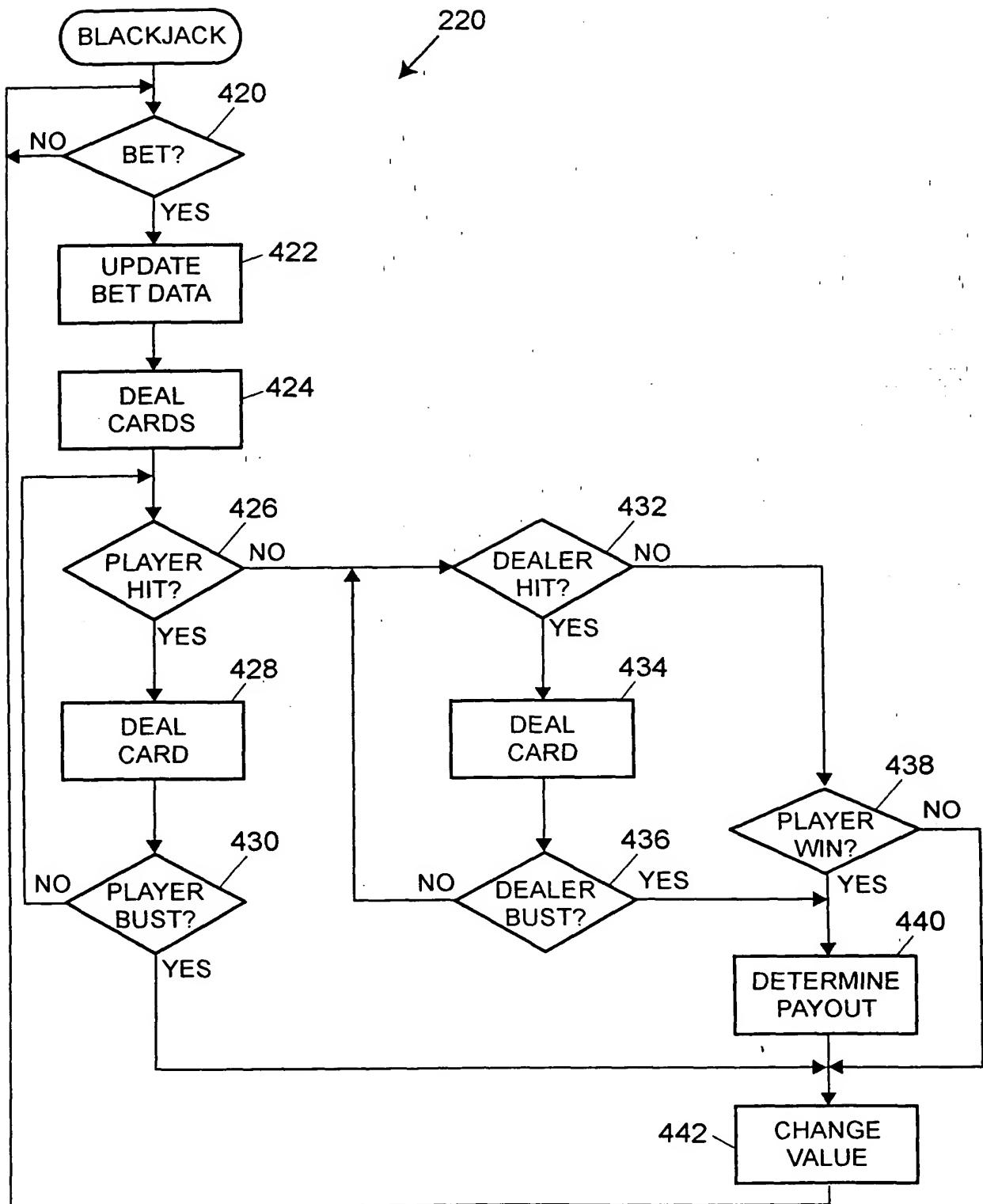
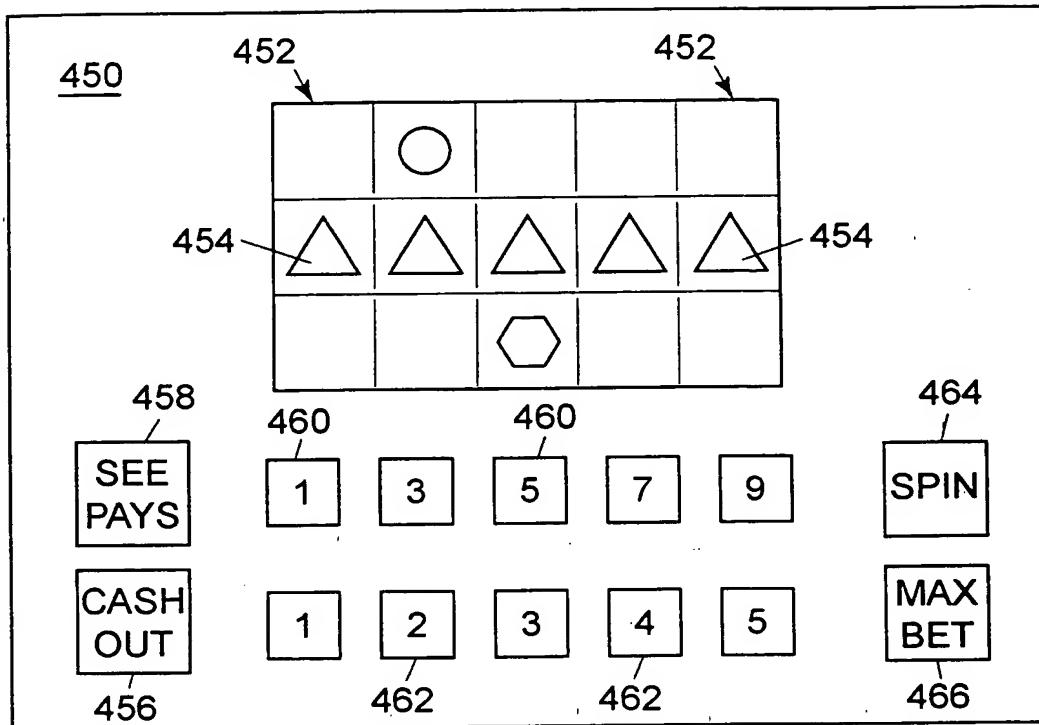


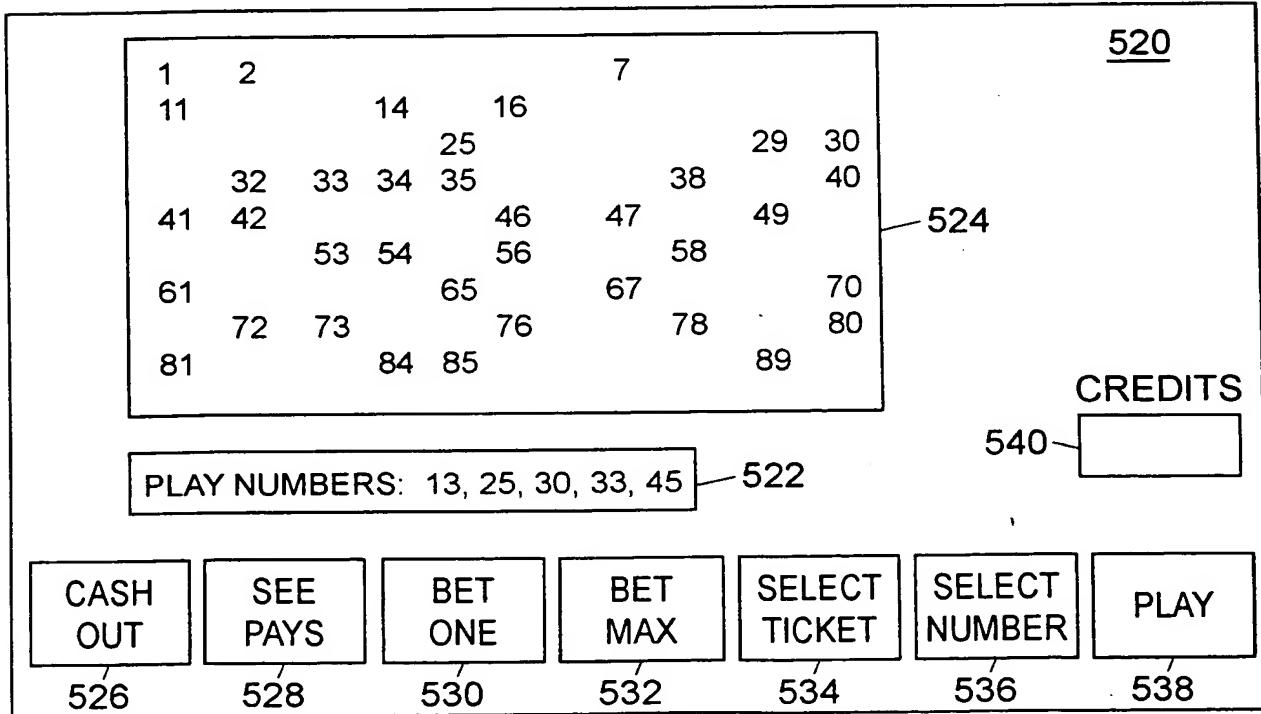
FIG. 9



**FIG. 10**



**FIG. 11**



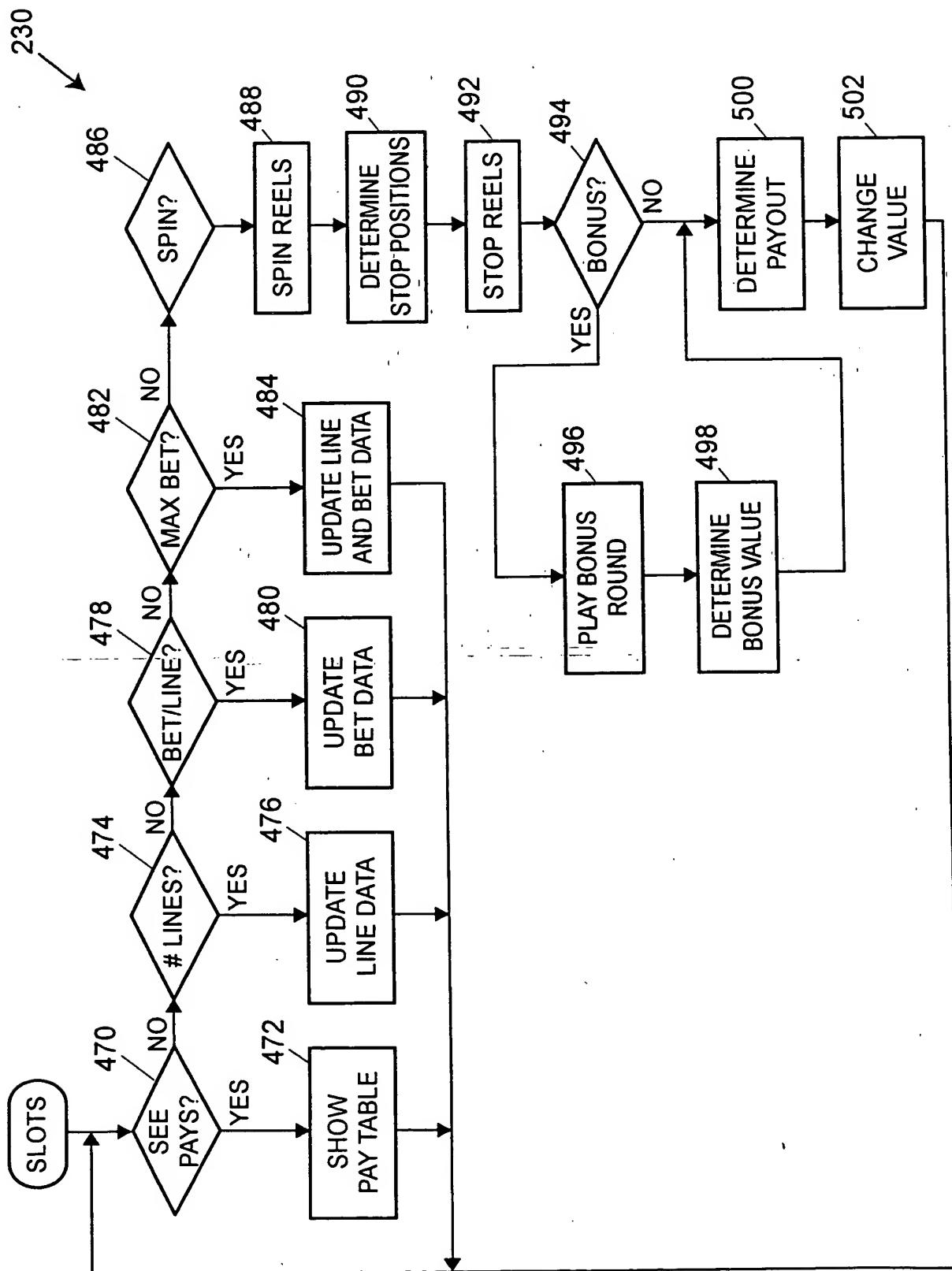
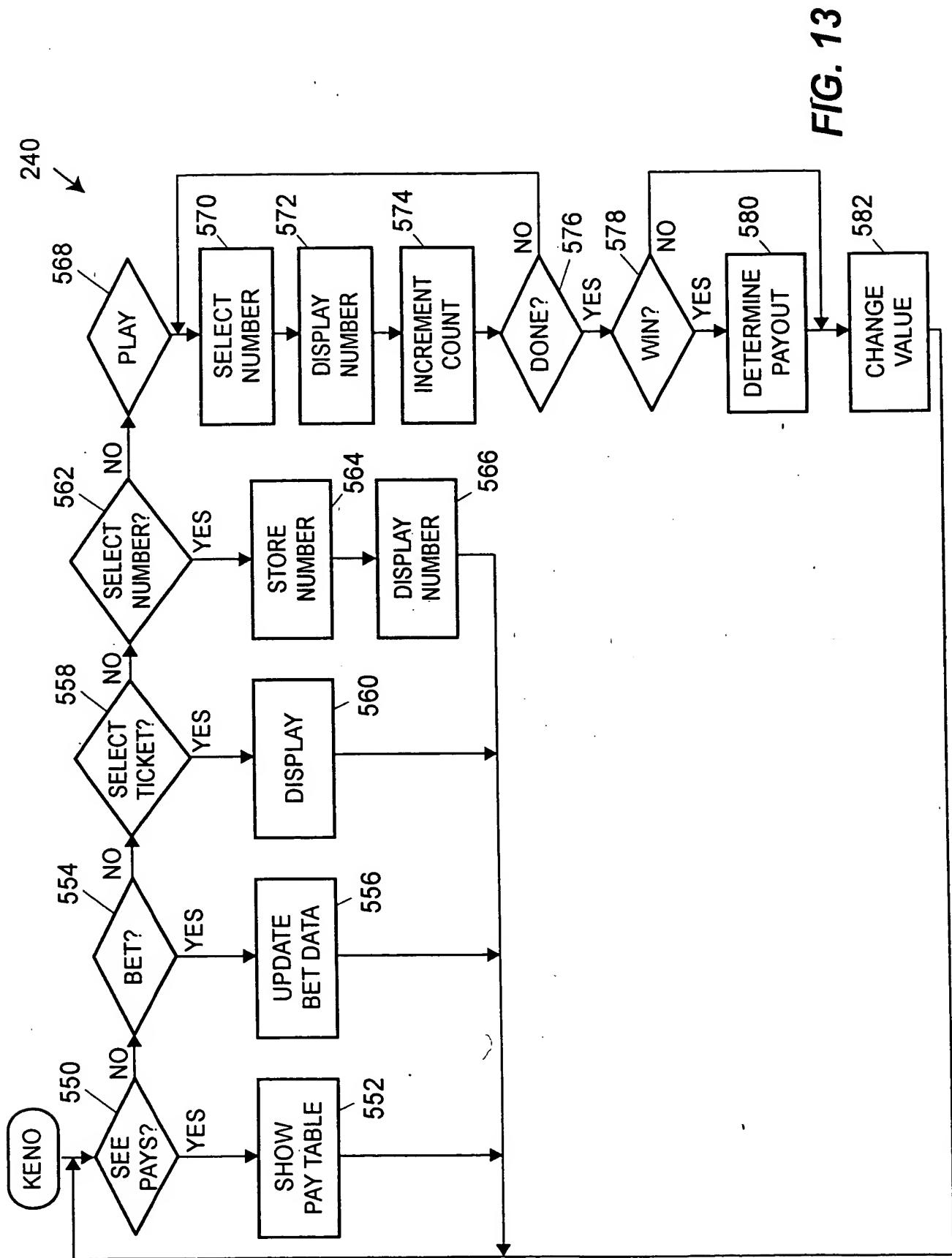
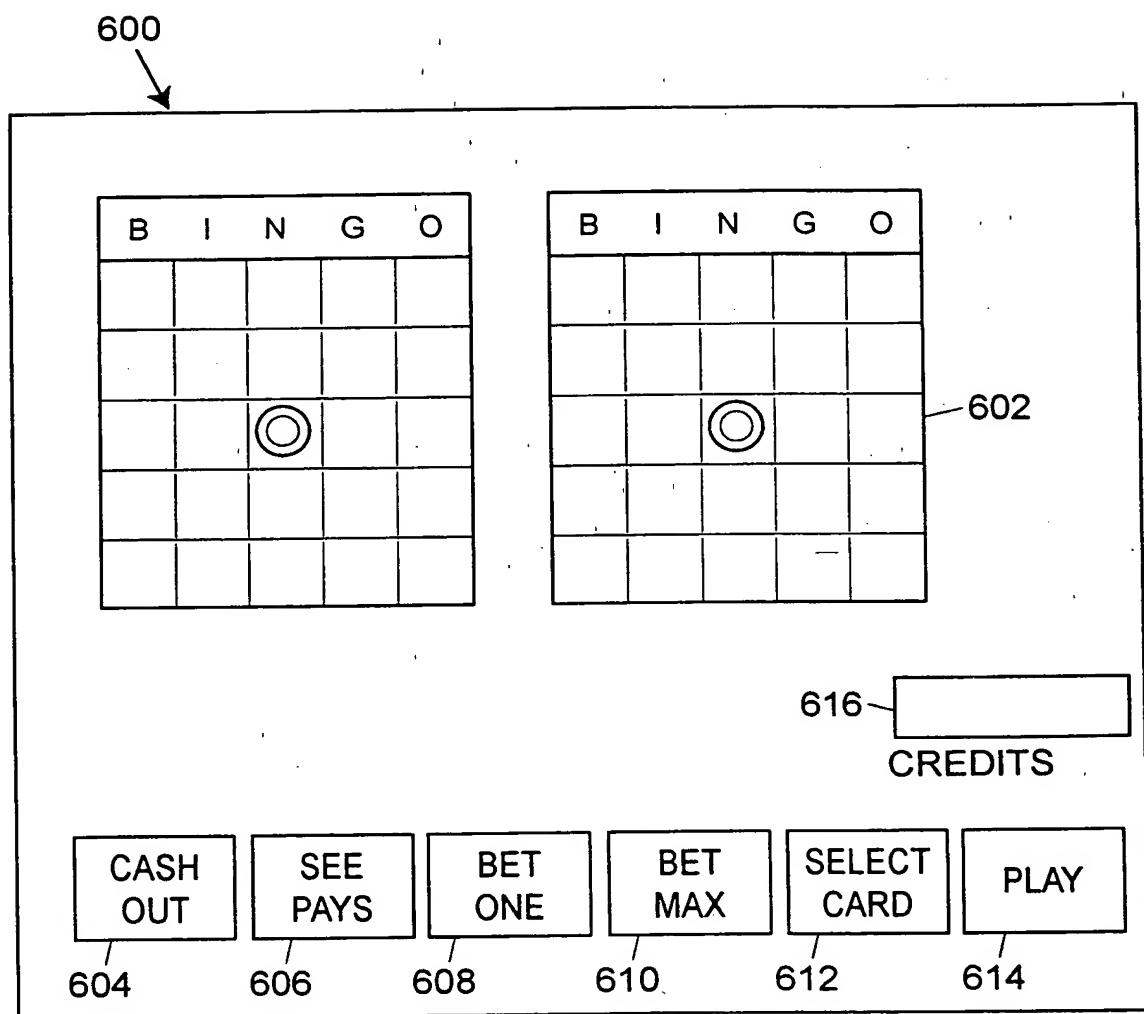


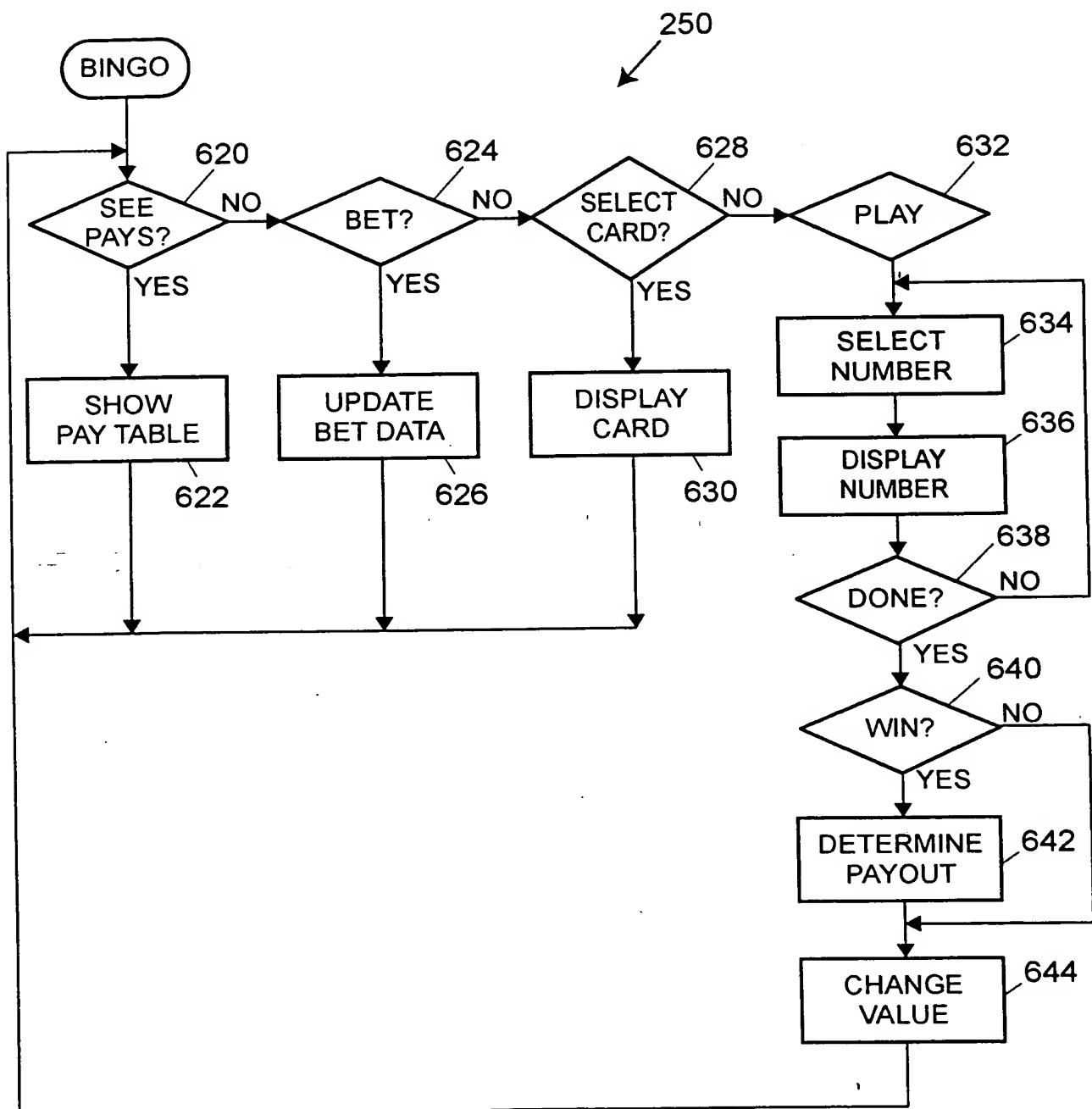
FIG. 12



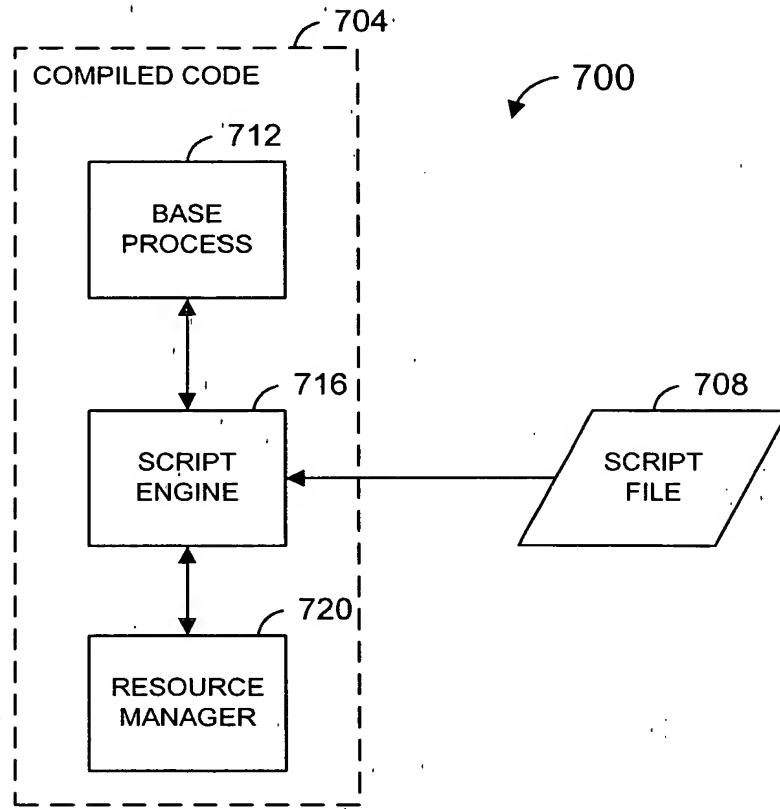
**FIG. 14**



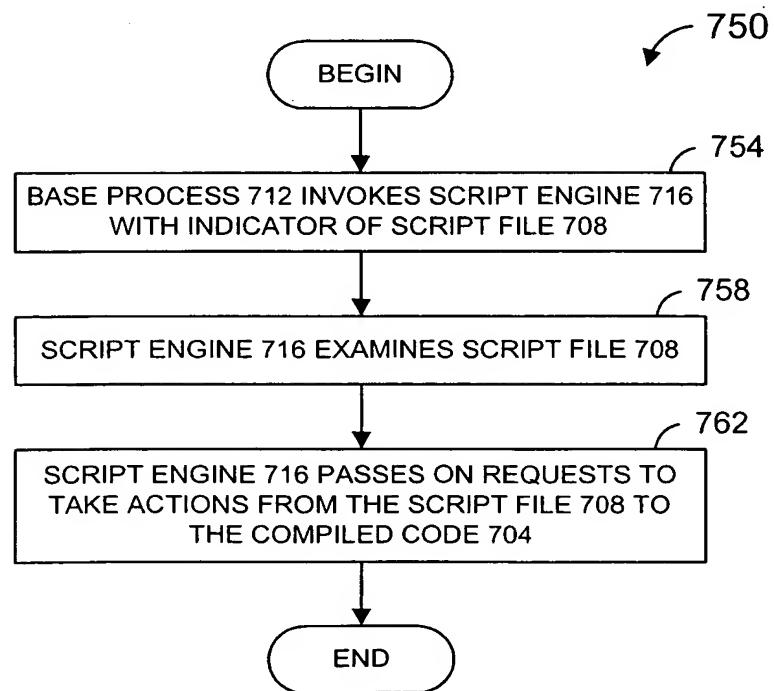
**FIG. 15**



**FIG. 16**



**FIG. 17**



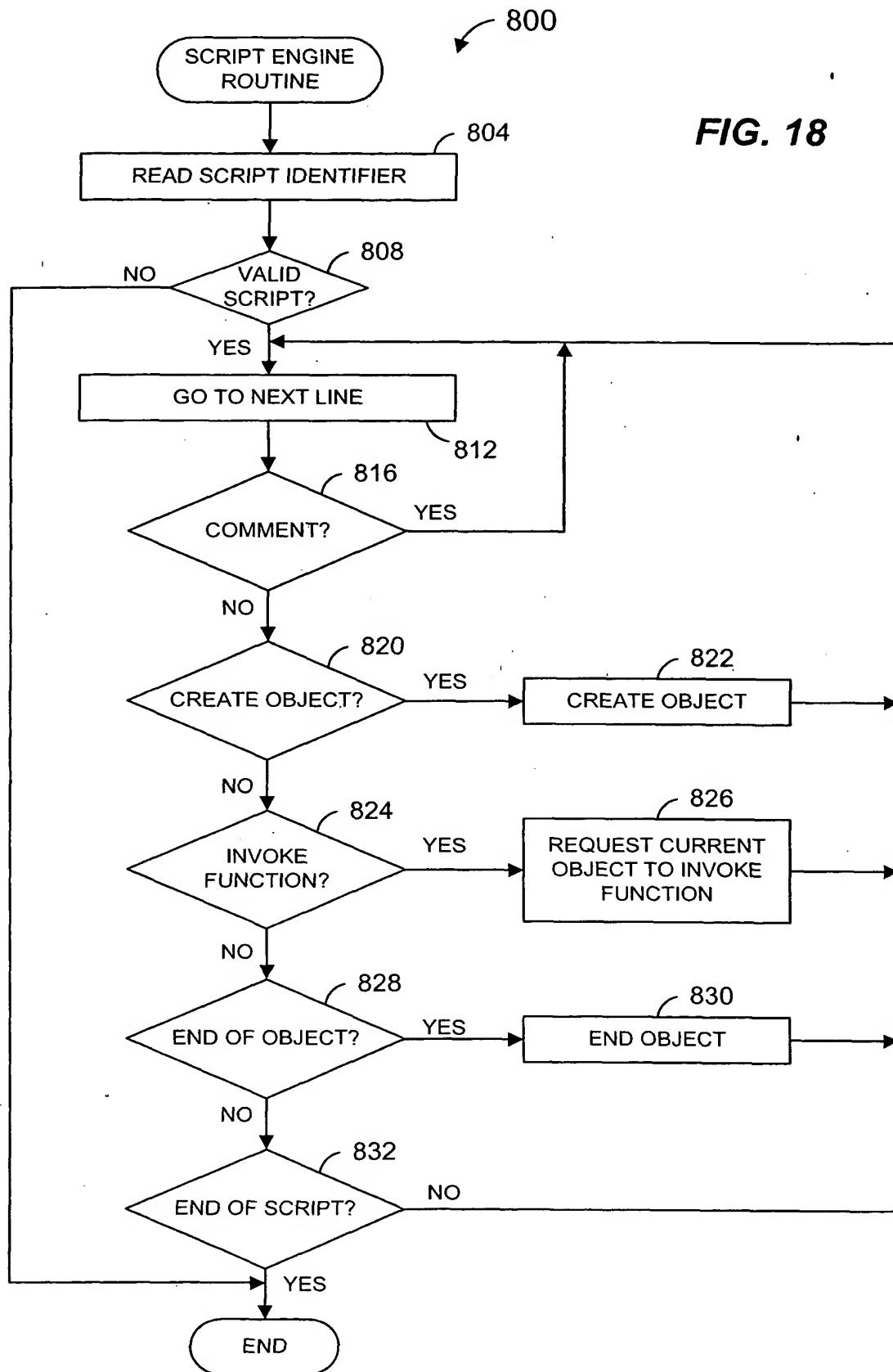
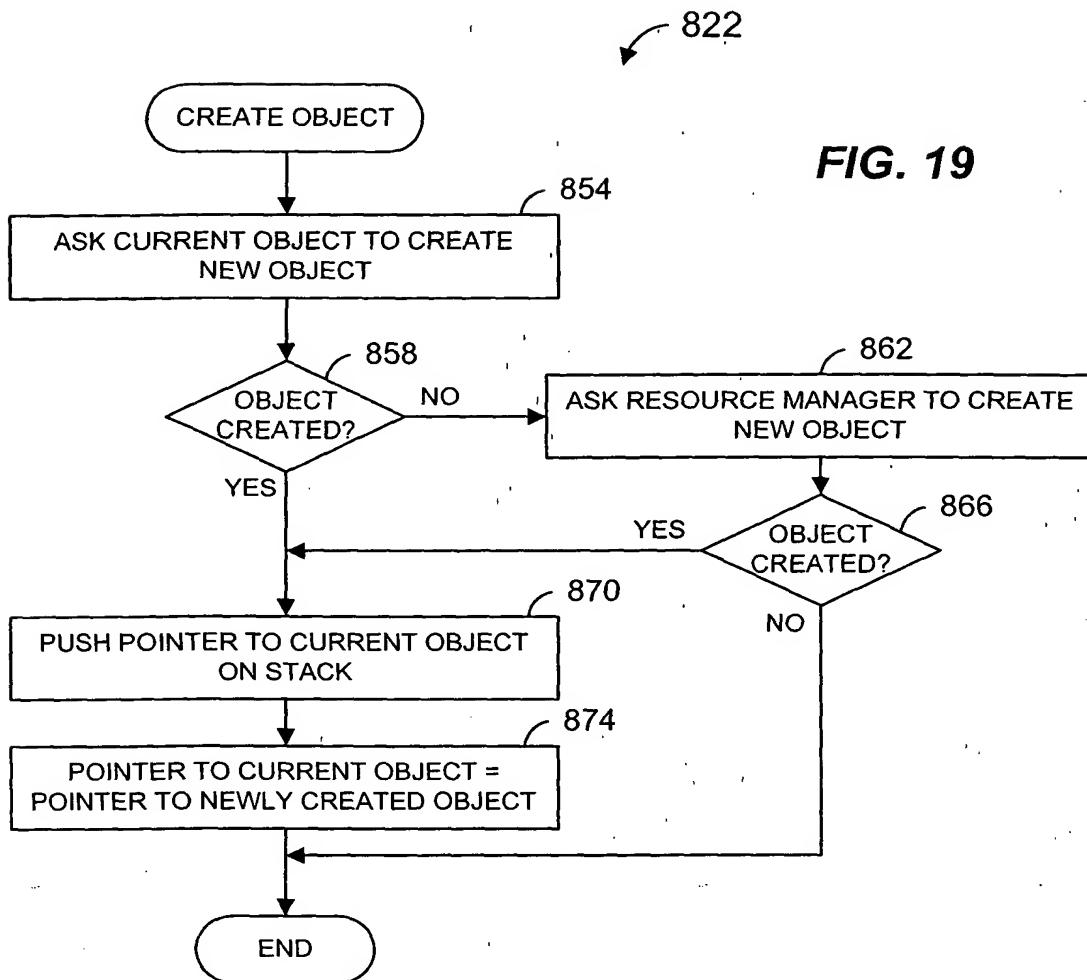
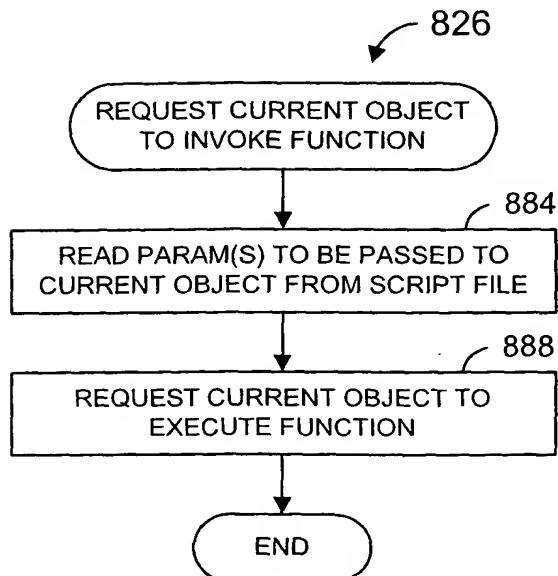


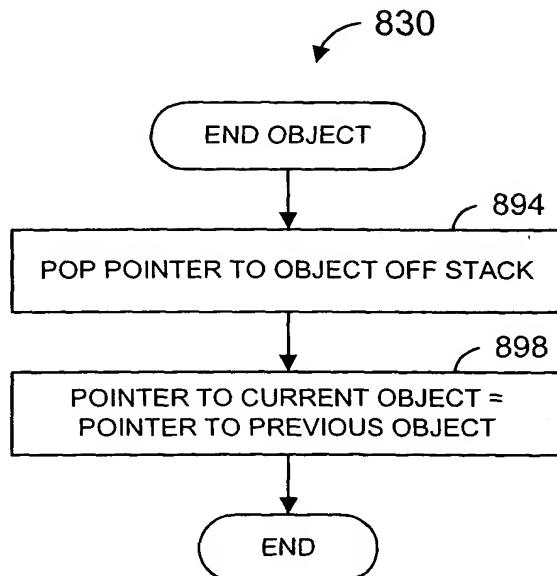
FIG. 18

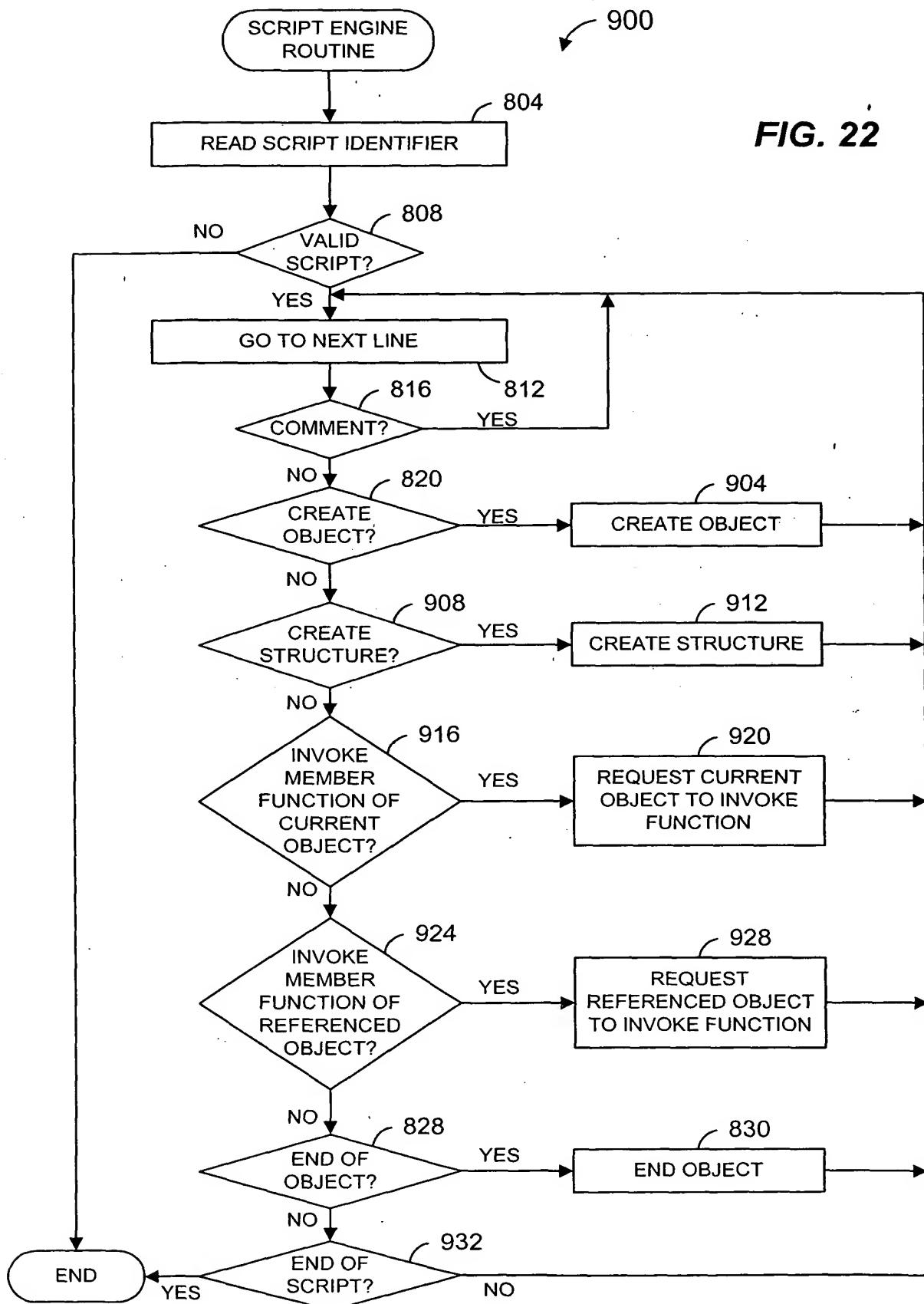


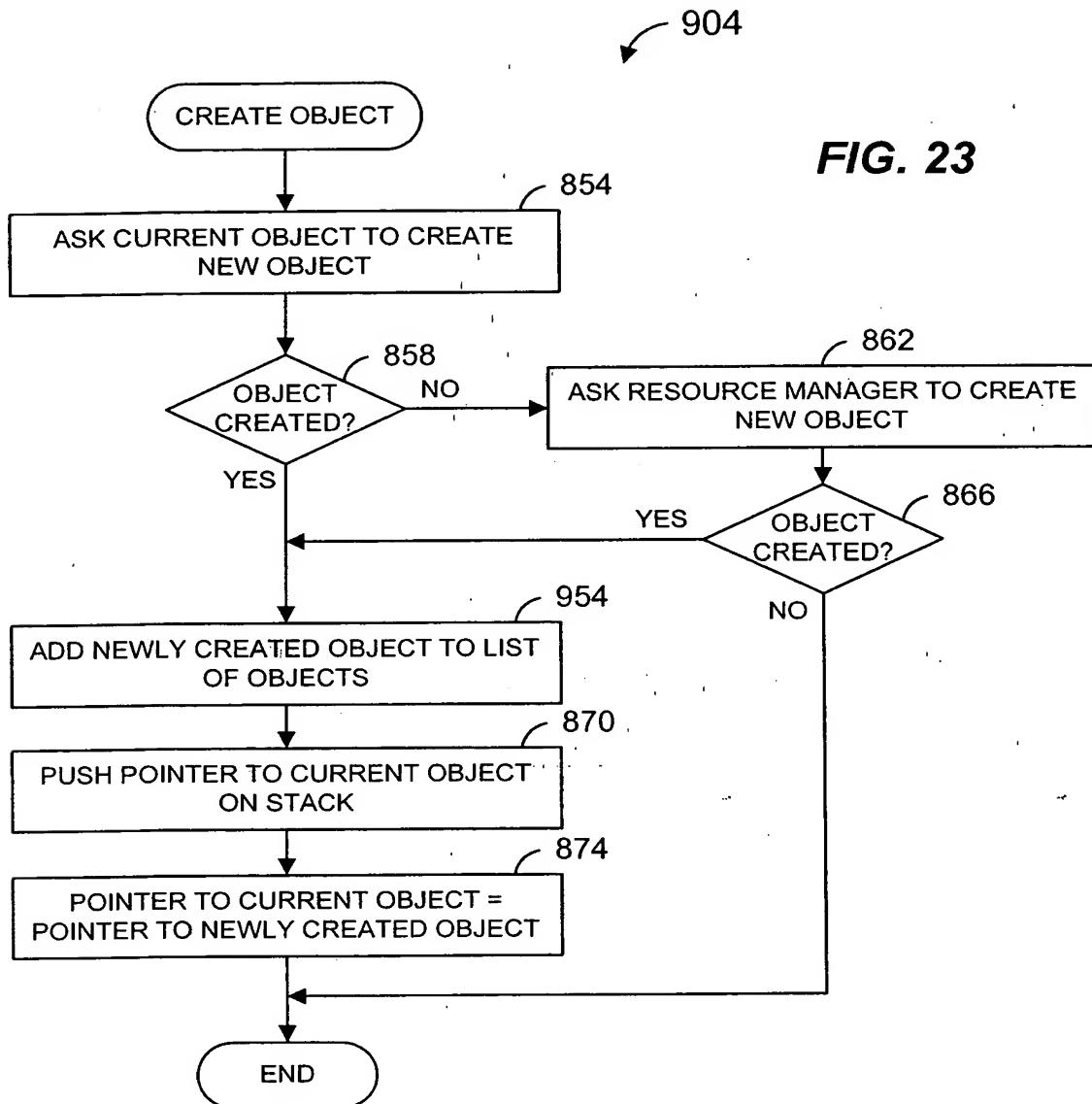
**FIG. 20**



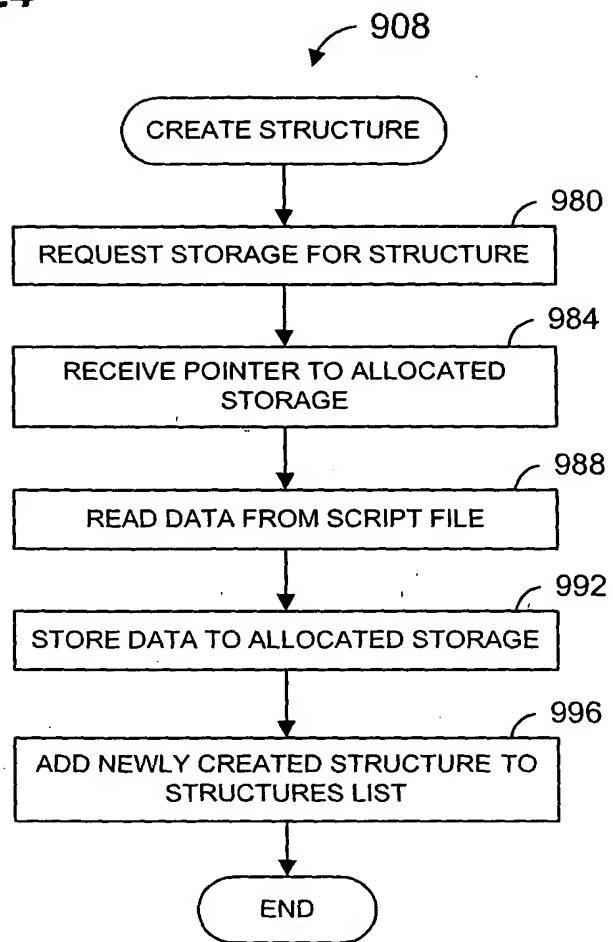
**FIG. 21**



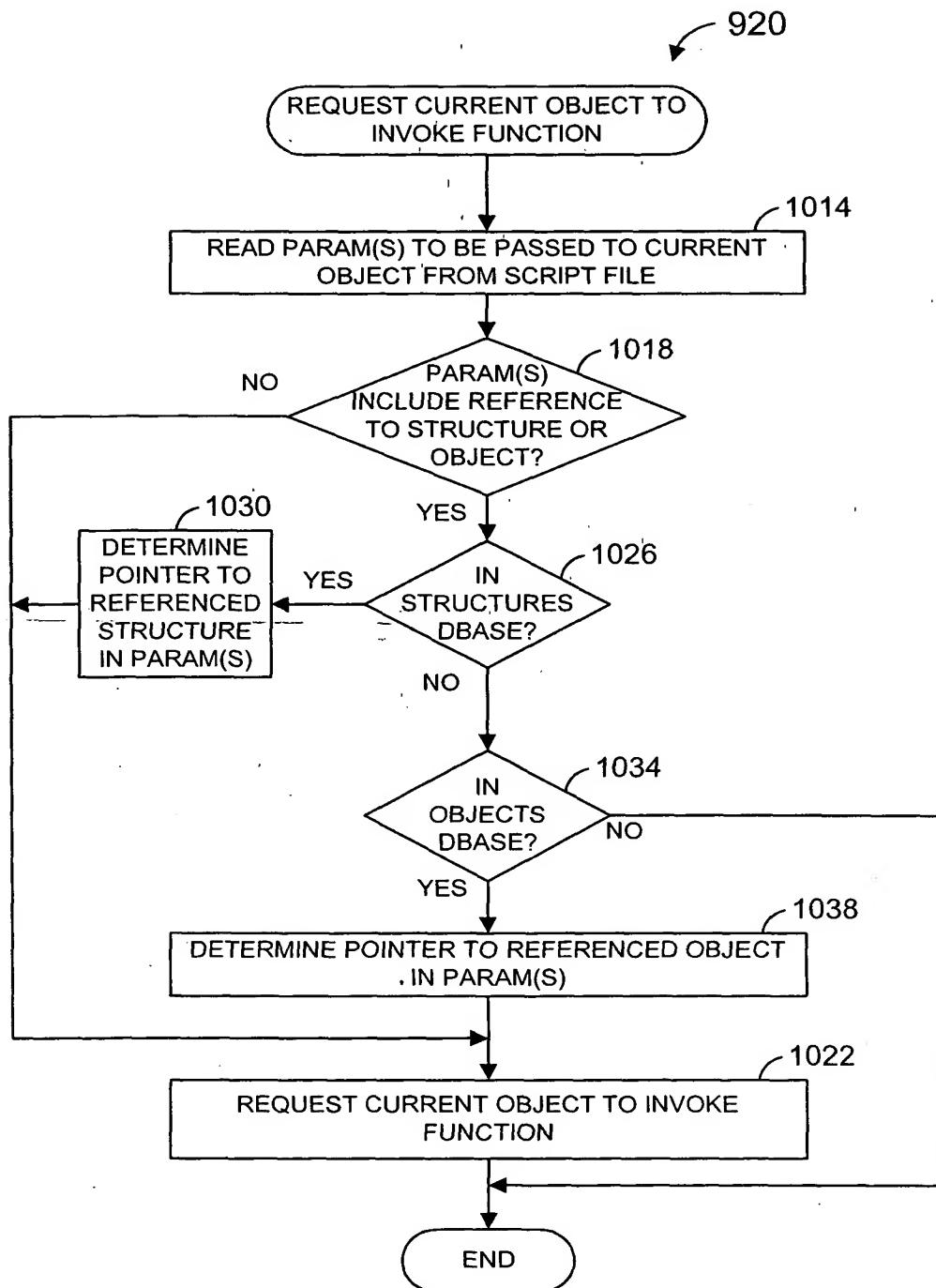




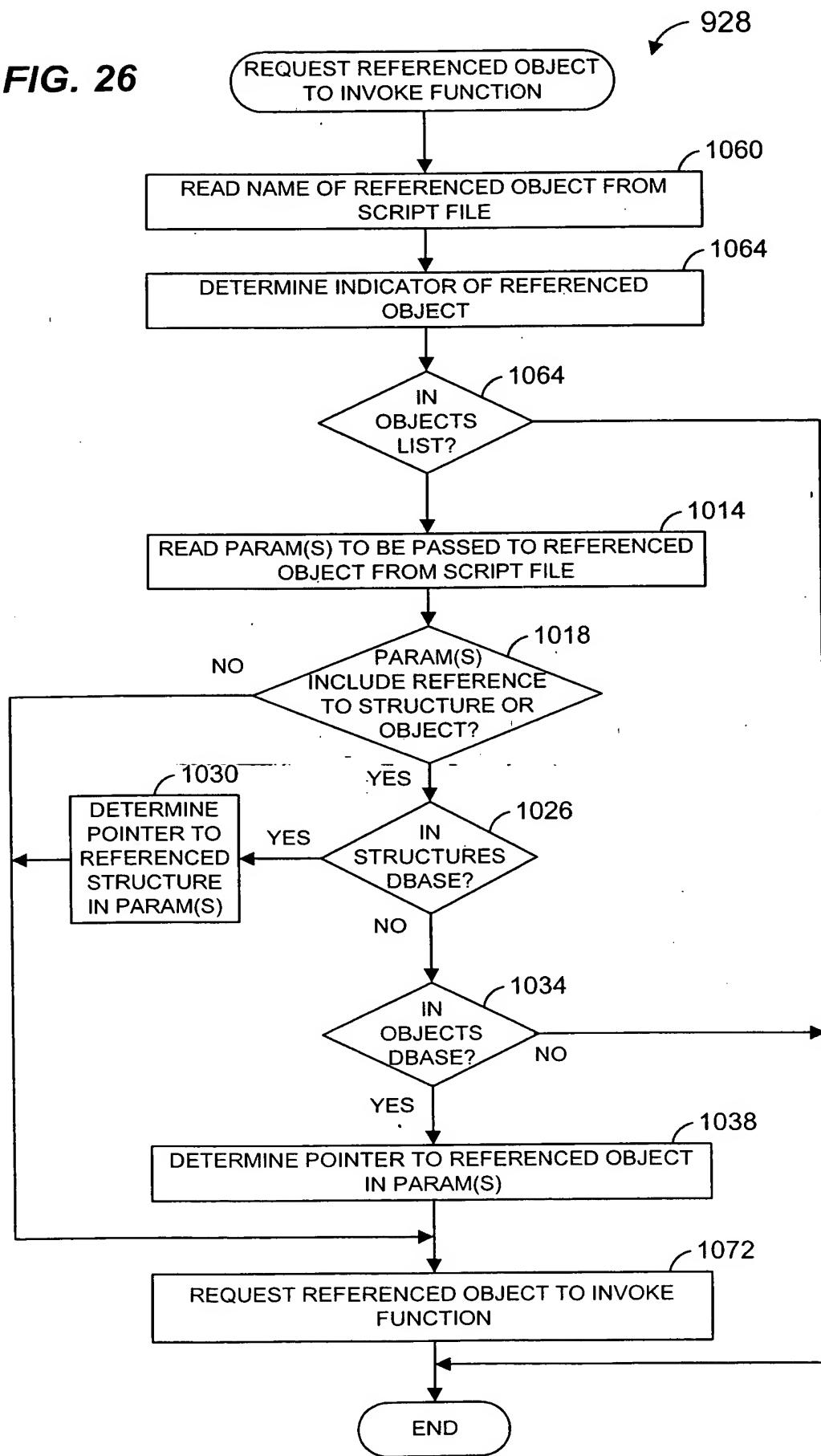
**FIG. 24**



**FIG. 25**



**FIG. 26**



## FIG. 27

000000	48 44 52 5F 59 03 00 00 41 56 50 46 01 00 00 00	HDR_Y...AVPF....
000010	52 45 4D 2B 25 00 00 00 20 54 68 69 73 20 69 73	REM+%... This is
000020	20 61 20 43 2B 2B 20 73 74 79 6C 65 20 6F 6E 65	a C++ style one
000030	20 6C 69 6E 65 20 72 65 6D 61 72 6B 00 52 45 4D	line remark.REM
000040	5F 45 00 00 00 20 20 20 54 68 69 73 20 69 73 20	_E... This is
000050	61 20 43 20 73 74 79 6C 65 20 6D 75 6C 74 69 2D	a C style multi-
000060	6C 69 6E 65 20 72 65 6D 61 72 6B 2E 0D 0A 20 20	line remark...
000070	20 20 20 54 68 69 73 20 69 73 20 61 20 73 65 63	This is a sec
000080	6F 6E 64 20 6C 69 6E 65 20 00 52 45 4D 2B 24 00	ond line .REM+\$.
000090	00 00 20 4F 6E 6C 79 20 67 6C 6F 62 61 6C 20 73	.. Only global s
0000a0	74 72 75 63 74 75 72 65 73 20 61 72 65 20 61 6C	tructures are al
0000b0	6C 6F 77 65 64 00 4E 41 4D 45 59 00 00 00 53 54	lowed.NAMEY...ST
0000c0	52 47 0B 00 00 00 53 74 72 75 63 74 75 72 65 31	RG....Structure1
0000d0	00 49 38 5F 5F 02 00 00 00 01 02 44 42 4C 5F 10	.18.....DBL_
0000e0	00 00 00 00 00 00 00 00 00 08 40 00 00 00 00 00	.....@.....
0000f0	00 10 40 49 33 32 5F 04 00 00 00 03 00 00 00 49	..@I32.....I
000100	33 32 5F 04 00 00 00 04 00 00 00 49 33 32 5F 04	32.....I32_.
000110	00 00 00 05 00 00 00 52 45 4D 2B 27 00 00 00 20	.....REM+...
000120	54 68 69 73 20 69 73 20 75 6E 6E 61 6D 65 64 20	This is unnamed
000130	6F 62 6A 65 63 74 20 6F 66 20 74 79 70 65 20 41	object of type A
000140	63 74 6F 72 2E 00 4F 42 4A 5F 2C 00 00 00 53 54	ctor..OBJ_...ST
000150	52 47 06 00 00 41 63 74 6F 72 00 46 55 4E 43	RG....Actor.FUNC
000160	16 00 00 00 53 54 52 47 05 00 00 00 73 68 6F 77	....STRG....show
000170	00 42 4F 4F 4C 01 00 00 00 01 4F 42 4A 5F 56 00	.BOOL....OBJ_V.
000180	00 00 53 54 52 47 06 00 00 00 41 63 74 6F 72 00	..STRG....Actor.
000190	53 54 52 47 0B 00 00 00 46 69 72 73 74 41 63 74	STRG....FirstAct
0001a0	6F 72 00 46 55 4E 43 2D 00 00 00 53 54 52 47 09	or.FUNC....STRG.
0001b0	00 00 00 61 64 64 56 65 72 74 73 00 55 53 45 5F	...addVerts.USE_
0001c0	0B 00 00 00 53 74 72 75 63 74 75 72 65 31 00 42	....Structure1.B
0001d0	4F 4F 4C 01 00 00 00 01 4F 42 4A 5F 81 01 00 00	BOOL....OBJ_....
0001e0	53 54 52 47 06 00 00 41 63 74 6F 72 00 53 54	STRG....Actor.ST
0001f0	52 47 0C 00 00 00 53 65 63 6F 6E 64 41 63 74 6F	RG....SecondActo
000200	72 00 52 45 4D 2B 22 00 00 00 20 41 64 64 20 41	r.REM+... Add A
000210	63 74 6F 72 20 77 69 74 68 20 6E 61 6D 65 20 22	ctor with name "
000220	46 69 72 73 74 41 63 74 6F 72 22 00 46 55 4E 43	FirstActor".FUNC
000230	24 00 00 00 53 54 52 47 09 00 00 00 61 64 64 41	\$.STRG....addA
000240	63 74 6F 72 00 55 53 45 5F 0B 00 00 00 46 69 72	ctor.USE_....Fir
000250	73 74 41 63 74 6F 72 00 52 45 4D 2B 29 00 00 00	stActor.REM+)... Create object P
000260	20 43 72 65 61 74 65 20 6F 62 6A 65 63 74 20 50	ivotAttribute ("
000270	69 76 6F 74 41 74 74 72 69 62 75 74 65 20 28 22	Pivot1").OBJ_...
000280	50 69 76 6F 74 31 22 29 00 4F 42 4A 5F 88 00 00	.STRG....PivotAt
000290	00 53 54 52 47 0F 00 00 00 50 69 76 6F 74 41 74	tribute.STRG....
0002a0	74 72 69 62 75 74 65 00 53 54 52 47 07 00 00 00	Pivot1.REM+%...
0002b0	50 69 76 6F 74 31 00 52 45 4D 2B 25 00 00 00 20	Parent this obje
0002c0	50 61 72 65 6E 74 20 74 68 69 73 20 6F 62 6A 65	ct to "SecondAct
0002d0	63 74 20 74 6F 20 22 53 65 63 6F 6E 64 41 63 74	or".CALL....STRG
0002e0	6F 72 22 00 43 41 4C 4C 2D 00 00 00 53 54 52 47	....SecondActor.
0002f0	0C 00 00 00 53 65 63 6F 6E 64 41 63 74 6F 72 00	STRG....addPivot
000300	53 54 52 47 09 00 00 00 61 64 64 50 69 76 6F 74	.THIS....CALL@..
000310	00 54 48 49 53 00 00 00 00 43 41 4C 4C 40 00 00	.STRG....FirstAc
000320	00 53 54 52 47 0B 00 00 00 46 69 72 73 74 41 63	tor.STRG....addV
000330	74 6F 72 00 53 54 52 47 09 00 00 00 61 64 64 56	erts.USE_....Str
000340	65 72 74 73 00 55 53 45 5F 0B 00 00 00 53 74 72	ucture1.BOOL....
000350	75 63 74 75 72 65 31 00 42 4F 4F 4C 01 00 00 00	
000360	00	